

APPENDIX A: NPCs OF THE STORM MAZE

BOVE

Bove is the Storm Lady's right-hand **minotaur** who travels through the different stages of the Maze to ensure that none of its prisoners come close to solving its riddle. In addition to the stats normal for a minotaur, Bove is usually under the effects of a *potion of lightning resistance*. He also wields the *storm sickle* (see the *Magic Items of the Storm Lady's Maze* supplement for details).

JOKU

Joku is a neutral wererat who lives in State 8 of the Storm Lady's Maze. He, his wife, and his two children do what they can to survive the dangers of the Maze. Having bitten Bove during combat, Joku possesses the Labyrinth Lord boost (see below). Joku only cares about his family. However, he is easily distracted by shiny objects. He hopes to one day escape the Maze.

LABYRINTH LORD

Prerequisite: humanoid, Int 11 or higher

A labyrinth lord is a creature that has lived in a labyrinth for sometime and has adapted to its ways. It can perfectly recall any path it has travelled. In addition, it has advantage on its Initiative rolls as long as it is within a location it is familiar with.

CHIEF LORKA

The leader of the orcs of the Ninth State, Lorka is a chaotic neutral female **orc** with the Elite Warrior boost (see below). Lorka's dedicated to the preservation of herself and her fellow orcs. Originally, she wished to escape the Maze, but now prefers to live peacefully within. She loathes the humans from State 10 and will kill them (and anyone that she suspects to be them) on sight.

ELITE WARRIOR

Prerequisite: humanoid, CR 1/2 to 18

An elite warrior is one of the toughest members of its clan. It gains the following benefits from this boost:

- The elite warrior has an extra 30 hit points.
- The elite warrior has advantage on all Strength ability checks, saving throws, and attack rolls that uses its Strength modifier.
- The elite warrior's Challenge Rating increases by 2 levels.

DOCTOR PIERSYM

Doctor Piersym is a lawful evil male human **mage** with the Mad Scientist Boost (see below). He is the creator of the Tempusfuge and hopes to study its power. He also creates the **flesh golems** that protect the Storm Lady's Maze. The flesh golems have the Electrified boost detailed below. While loyal to the Storm Lady, he would quickly switch sides if he felt endangered by his relationship with her.

ELECTRIFIED

Prerequisite: construct, CR 1/2 or higher

The creature crackles with electricity. A creature that touches the electrified creature or hits it with a melee attack while within 5 feet of it takes 4 (1d8) lightning damage. In addition, once per turn, when the creature hits with a metal melee weapon or natural weapon, it deals an extra 4 (1d8) lightning damage.

MAD SCIENTIST

Prerequisite: Int 12 or higher

The creature is a mad scientist, capable of creating fascinating (and often gruesome) inventions. It gains the following benefits:

- The mad scientist has advantage on its Intelligence saving throws and ability checks.
- The mad scientist is armed with a lightning gun which it can use to make ranged attacks. The lightning gun's range is 30/90 feet. On a hit, the gun deals 1d6 lightning damage.
- On its turn, the mad scientist can use its bonus action to empower one construct within 30 feet of it that the mad scientist can see that can understand the mad scientist. Until the end of its next turn, the empowered construct can reroll any damage rolls it makes. It must keep the new rolls.

THE STORM LADY

Nisab, the Storm Lady is a high-level Storm Sorceress who uses her power to fuel her maze and the Tempusfuge within. Because of her connection to the Tempusfuge, she is effectively immortal.

The Storm Lady was born to a human woman who lived in the far, wintry north. Derided first for her draconic features and later her mastery over storm magic, Nisab was driven from her community. She became obsessed with storms and the power of time, working to learn ways to bend both to her will. Eventually, the Storm Lady discovered Doctor Piersym and his designs for the Tempusfuge. The two built the device together; she is the battery for the machine itself. Without her, the Tempusfuge will no longer function.

Ideal. "Born of lightning and thunder, I am power incarnate. None can defeat me."

Bond. "The Tempusfuge is the source of my power. I will kill any who seek to unlock its secrets."

Flaw. "I have grown lax over the years and do not recognize true threats when they appear."

WISE

Wise is a neutral good gnome female **spy** who has lived in the maze longer than she can remember. She has the Musician boost (described below). Her philosophy is to live and let live. And while sweet and charming, it's likely she'll forget

what happens one minute to the next. She has no real interest of leaving the Maze.

MUSICIAN

Prerequisites: Int 8 or higher, Cha 12 or higher

A musician gains the following benefits:

- The musician has advantage on Charisma (Performance) checks made to play an instrument or sing.

- Once per day, the musician can use its bonus action to choose one creature other than itself within 60 feet of the musician that can hear the musician. That creature gains one Bardic Inspiration die. Once within 10 minutes, the creature can roll the die and add the number to one ability check, attack roll, or saving throw it makes, either before or after it rolls the d20, but before the GM declares the outcome of the roll. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

NISAB, THE STORM LADY

Medium humanoid (white dragonborn), lawful evil

Armor Class Armor Class 12 (15 with mage armor)
Hit Points 136 (21d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Con +6, Cha +8
Skills Insight +5, Intimidation +8
Damage Resistances cold, lightning, thunder
Senses passive Perception 11
Languages Common, Draconic, Primordial
Challenge 10 (5,900 XP)

Special Equipment. The storm lady wears the *Timeshifter's Mantle*. Its effects are included in her reactions and are described in the *Magic Items of the Storm Lady's Maze* supplement.

Heart of the Storm. Whenever the storm lady starts to cast a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from her. Each creature of her choice that she can see within 10 feet of her takes 7 lightning or thunder damage (her choice).

Tempestuous Magic. Immediately before or after the Storm Lady casts a spell of 1st level or higher, she can use her bonus action to fly up to 10 feet without provoking attacks of opportunity.

Sorcery Points. The Storm Lady has 14 sorcery points. She regains all of her spent sorcery points when she finishes a long rest. She can spend her sorcery points on the following options:

Empowered Spell. When she rolls damage for a spell, she can spend 1 sorcery point to reroll up to 5 damage dice. She must use the new rolls. She can use this option even if she has already used a different option during the casting of the spell.

Heightened Spell. When she casts a spell that forces a creature to make a saving throw to resist its effects, she can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell. When she casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Spellcasting. The Storm Lady is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *light*, *minor illusion*, *mage hand*, *mending*, *prestidigitation*, *shocking grasp*
1st level (4 slots): *mage armor*, *shield*, *thunderwave*
2nd level (3 slots): *misty step*, *shatter*
3rd level (3 slots): *lightning bolt*, *major image*
4th level (3 slots): *confusion*, *dimension door*
5th level (2 slots): *seeming*, *telekinesis*
6th level (1 slot): *chain lightning*, *globe of invulnerability*
7th level (1 slot): *reverse gravity*

Actions

Quarterstaff. *Melee Weapon Attack*: +4 to hit, reach 4 ft., one target. *Hit*: 2 (1d4) bludgeoning damage or 3 (1d6) bludgeoning damage when wielded with two hands.

Ice Breath (1/Short Long Rest). The Storm Lady emits a breath of freezing air in a 15 ft. cone. Each creature in the area must make a DC 14 Constitution saving throw, taking 14 (4d6) cold damage on a failed saving throw, and half as much damage on a successful one.

Reactions

Storm's Fury. When the Storm Lady is hit by a melee attack, she can use her reaction to deal 14 lightning damage to the attacker, and the attack must make a DC 16 Strength saving throw. On a failed save, the attacker is pushed in a straight line up to 20 feet away from her.

Timeshifter's Mantle (1/Day). If a Large or smaller creature hits the Storm Lady with a melee attack while she is wearing the *Timeshifter's Mantle*, she can use her reaction to cause time to briefly warp around her. After taking the damage from the attack, the Storm Lady can immediately move up to half her speed without provoking opportunity attacks, and the attacking creature's speed is reduced to 0 until the start of its next turn.